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1 A methodology for performance evaluation of systems with large emulation code

Humayun Khalid

June 1999 **ACM SIGARCH Computer Architecture News**, Volume 27 Issue 3

Full text available: pdf(428.18 KB) Additional Information: full citation, abstract, index terms

Emulation affects accurate performance evaluation of applications running on the present generation of computing machines. The emulation code from present generation of machines is often passed onto the traces which when used for the trace-driven performance evaluation of the next generation of architectures results in highly incorrect evaluations. The scenario captured by the trace may be real. However, one major problem associated with such a reality is that if such traces are used for future ...

Keywords: benchmarking, emulation code, performance evaluation, simulation

2 SoftGenLock: active stereo and genlock for PC cluster

Jérémie Allard, Valérie Gouranton, Guy Lamarque, Emmanuel Melin, Bruno Raffin

May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we present SoftGenLock, an open source software that enables genlock and active stereo on commodity graphics cards. SoftGenLock is implemented on top of Linux. It does not require any hardware modification of the graphics card. Rather than to gain total control on signal generation, which would make the software deeply dependent on the graphics card specification, SoftGenLock applies continuous small modifications to converge and maintain genlocked video signals. To be properly sy ...

Keywords: Genlock, PC cluster, active stereo, immersive projection environment, real-time

3 Performance evaluation of two operating systems

Humayun Khalid

June 1999 **ACM SIGARCH Computer Architecture News**, Volume 27 Issue 3

Full text available: pdf(248.78 KB) Additional Information: full citation, abstract, index terms

This report compares the performance of two radically different versions of MacOS™ operating system. In particular, we are interested in the study that focuses primarily on the emulation code related aspect of the performance of two version of the aforementioned operating system. ALPS (Application Level Performance Measurement Suite) benchmarks [1] were used as test cases due to the fact that they contains scenarios which stresses the operating system (OS) related activities.

Keywords: emulation, operating systems, performance evaluation

4 PortOS: an educational operating system for the Post-PC environment
Benjamin Atkin, Emin Gün Sirer
February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium on Computer science education**, Volume 34 Issue 1
Full text available: pdf(463.37 KB) Additional Information: full citation, abstract, references, citings

In this paper, we describe PortOS, an educational operating system designed to complement undergraduate and graduate level classes on operating systems. PortOS is a complete user-level operating system project, with phases covering concurrency, synchronization, networking and file systems. It focuses particularly on ad hoc and peer-to-peer distributed computing on mobile devices. This paper discusses alternative approaches to operating system projects, and presents our particular design point al ...

5 Running Linux on a Laptop
Erik Max Francis
October 1999 **Linux Journal**
Full text available: html(10.15 KB) Additional Information: full citation, abstract, references, index terms

A quick look at what to look for in a laptop for Linux and how to set it up

6 Networking non-network applications
David Doss, Bill Swafford
March 1991 **ACM SIGCSE Bulletin , Proceedings of the twenty-second SIGCSE technical symposium on Computer science education**, Volume 23 Issue 1
Full text available: pdf(460.84 KB) Additional Information: full citation, references, index terms

7 Operating systems: Running on the bare metal with GeekOS
David Hovemeyer, Jeffrey K. Hollingsworth, Bobby Bhattacharjee
March 2004 **Proceedings of the 35th SIGCSE technical symposium on Computer science education**
Full text available: pdf(103.18 KB) Additional Information: full citation, abstract, references, index terms

Undergraduate operating systems courses are generally taught using one of two approaches: *abstract* or *concrete*. In the abstract approach, students learn the concepts underlying operating systems theory, and perhaps apply them using user-level threads in a host operating system. In the concrete approach, students apply concepts by working on a real operating system kernel. In the purest manifestation of the concrete approach, students implement operating system projects that run on ...

Keywords: education, emulation, hardware, operating systems

8 Development of processors and communication networks for embedded systems: System design methodologies for a wireless security processing platform
Srivaths Ravi, Anand Raghunathan, Nachiketh Potlapally, Murugan Sankaradass
June 2002 **Proceedings of the 39th conference on Design automation**
Full text available: pdf(207.37 KB) Additional Information: full citation, abstract, references, citings, index terms

Security protocols are critical to enabling the growth of a wide range of wireless data services and applications. However, they impose a high computational burden that is mismatched with the modest processing capabilities and battery resources available on wireless clients. Bridging the security processing gap, while retaining sufficient programmability in order to support a wide range of current and future security protocol standards, requires the use of novel system architectures and design m ...

Keywords: 3DES, AES, DES, IPSec, RSA, SSL, decryption, design methodology, embedded system, encryption, handset, performance, platform, security, security processing, system

architecture, wireless

9 Kernel Korner
Joseph Pranevich
April 1999 **Linux Journal**

Full text available: html(18.76 KB) Additional Information: full citation, abstract, index terms

Linux 2.2 and the Frame-Buffer Console: Wondering about the new frame-buffer features in the kernel? Mr. Pranevich gives us the scoop

10 Implementation aspects of a SPARC V9 complete machine simulator
Bill Clarke, Adam Czezowski, Peter Strazdins
January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4**, Volume 24 Issue 1

Full text available: pdf(1.33 MB) Additional Information: full citation, abstract, references, index terms

In this paper we present work in progress in the development of a complete machine simulator for the UltraSPARC, an implementation of the SPARC V9 architecture. The complexity of the UltraSPARC ISA presents many challenges in developing a reliable and yet reasonably efficient implementation of such a simulator. Our implementation includes a heavily object-oriented design for the simulator modules and infrastructure, caching of repeated computations for performance, adding an OS (system call) emu ...

Keywords: SMP, SPARC V9 ISA, UltraSPARC, complete machine simulator, execution-driven simulation, object-oriented design

11 Bochs: A Portable PC Emulator for Unix/X
Kevin P. Lawton
September 1996 **Linux Journal**

Full text available: html(21.09 KB) Additional Information: full citation, index terms

12 Animation with CINEMA
Trevor Miles, Randall P. Sadowski, Barbara M. Werner
December 1988 **Proceedings of the 20th conference on Winter simulation**

Full text available: pdf(826.52 KB) Additional Information: full citation, abstract, references, citings, index terms

Cinema is a general purpose animation package designed to work intimately with the SIMAN simulation language. Cinema consists of two parts. The first, called CINEMA, is used to define the graphical images used in the animation. The second, called CSIMAN, is used to execute the animation. Both programs have a user-friendly graphical interface which does not require any programming. Cinema is available on microcomputers as well as Sun, VAX, and Apollo workstations.

13 Designing and implementing the do-everything LAN
D. Panagopoulos, S. Bahr
October 1989 **Proceedings of the 17th annual ACM SIGUCCS conference on User Services**

Full text available: pdf(685.24 KB) Additional Information: full citation, index terms

14 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

15 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

16 Linux Command Line Parameters

Jeff Tranter

December 1994 **Linux Journal**

Full text available: html(13.91 KB) Additional Information: full citation, abstract, index terms

Passing command line parameters to the kernel during system startup solves some programmers' testing problems.

17 The end of the CRT?

Bob Myers

May 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 2

Full text available: pdf(317.09 KB) Additional Information: full citation, abstract, index terms

Several technologies are becoming serious challengers to the time-honored cathode ray tube (CRT) as the display of choice for desktop use. This shift alone will have an impact on graphics hardware and software, but there are potentially greater changes on the horizon as these displays move off the desktop. This article examines the transition away from the CRT display, the changes this transition will demand from the rest of the computer system and what might be enabled by these new technologies ...

18 Highly Scalable Dynamically Reconfigurable Systolic Ring-Architecture for DSP Applications

G. Sassatelli, L. Torres, P. Benoit, T. Gil, C. Diou, G. Cambon, J. Galy

March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(2.02 MB) Additional Information: full citation, abstract

Publisher Site

Microprocessors are today getting more and moreinefficient for a growing range of applications. Itsprinciples -The Von Neumann paradigm[3]- based on thesequential execution of algorithms will no longer be ableto cope with the kind of highly computing intensiveapplications of multimedia world.Nowadays approaches to deal with these limitationsconsist in the following:- The first, and most natural way to increase thecomputing power is obviously to decrease the cycleexecution time, thanks to new sil ...

19 Very rapid prototyping of wearable computers: a case study of custom versus off-the-shelf design methodologies

Asim Smailagic, Daniel P. Siewiorek, Richard Martin, John Stivoric

June 1997 **Proceedings of the 34th annual conference on Design automation - Volume 00**

Full text available: pdf(121.36 KB) Additional Information: full citation, abstract, references, index terms

Publisher Site

The Wearable Computer Project is a testbed integratingresearch on rapid design and prototyping. Based onrepresentative examples from six generations of wearablecomputers, the paper focuses on the differences in rapidprototyping using custom design versus off-the-shelfcomponents. The attributes characterizing these two designstyles are defined and illustrated by experimentalmeasurements. The off-the-shelf approach required ten timesthe overhead, 30% more cost, fifty times the storage resources,20 ...

20 A multi-purpose toll collection plaza model

Andrew J. Junga

December 1990 **Proceedings of the 22nd conference on Winter simulation**

Full text available: pdf(561.92 KB) Additional Information: full citation, references, citings, index terms

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